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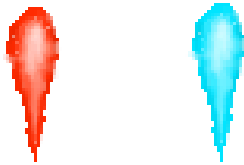
TorpedoClass torpedo.t

Images

Shown above are red and blue torpedo images

Procedures

SetX (ipX : int)

❖ Sets the X-coordinate of the torpedo based on the inputted integer

SetY (ipY : int)

❖ Sets the Y-coordinate of the torpedo based on the inputted integer

SetSpeed (ipSpeed : int)

❖ Sets the speed multiplier based on the inputted integer

SetAngle (ipAngle : int)

❖ Sets the angle integer based on the inputted integer divided by 15

SetColour (spColour : string)

❖ Sets the colour of the torpedo based on the inputted string

Show

❖ Draws the torpedo based on the selected colour

Move

❖ Adds the vertical distance to the Y-coordinate
❖ Adds the horizontal distance to the X-coordinate

Accelerate

- ❖ Calculates a horizontal distance to move from the negative sine of the torpedo's angle in degrees
- ❖ Calculates a vertical distance to move from the cosine of the torpedo's angle in degrees
- ❖ Plays a sound effect

Banish

- ❖ Places the torpedo offscreen
- ❖ Stops the movement of the torpedo

Functions

GetX : int

- ❖ Outputs the X-coordinate of the front of the torpedo as an integer

GetY : int

- ❖ Outputs the Y-coordinate of the front of the torpedo as an integer

Defaults

ConstructTorpedo (var opS : TorpedoClass)

- ❖ Banishes the torpedo
- ❖ Sets default speed of the torpedo
- ❖ Sets default colour of the torpedo

DestructTorpedo (var opS : TorpedoClass)

- ❖ Banishes the torpedo
- ❖ Frees all variables